## **AIMS-A** PARENT INTERVIEW

Grades 3 through 8 and 10\*
\*Unless IEP determines continuation in Grades 11 and 12 until graduation

**LEVEL I, FORM 4** 

Name of Respondent:		Name of In	terviewer:		Date:		
Student:	D.O.B.:	SAIS Numbe	er:	School:	School:		
	e level of each essential skill to Use this form as a guide to ente	-				the	
STANDARD: READIN	· · · · · · · · · · · · · · · · · · ·	Comments	Emergent	Supported	Functional	Independent	
			Beginning to use skill with extensive	Occasionally nerforms skill	Frequently performs skill	Consistently performs skill	

STANDARD: READING	Comments	Emergent	Supported	r uncuonai	ınaepenaeni
		Beginning to use	Occasionally	Frequently	Consistently
		skill with extensive	performs skill	performs skill	performs skill
		support	with cues	accurately	accurately
DOES YOUR CHILD		Score	Score	Score	Score
		3	6	10	11
1. Recognize at least three common signs (e.g.,					
golden arches for McDonalds). R-FS2 PO5					
2. Act on or follow instructions of survival words					
or environmental signs (e.g., locate correct					
bathroom). R-FS3 PO2					
3. Read at least ten words, pictures, or objects.					
R-FS5 PO7					

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Student:	<b>D.O.B.</b> :	SAIS Number:	School:	

STANDARD: LISTENING AND SPEAKING	Comments	Emergent	Supported	Functional	Independent
DOES YOUR CHILD		Beginning to use skill with extensive support Score	Occasionally performs skill with cues Score 6	Frequently performs skill accurately Score	Consistently performs skill accurately Score 11
4. Turn toward the person talking to him/her. LS-FS1 PO1					
5. Locate objects out of view (object permanence) (e.g., point, ask for, or go to refrigerator for food/drink). LS-FS1 PO2					
6. Communicate anticipation of familiar routines (e.g., see or touch shirt/extend arm). LS-FS1 PO3					
7. Associate objects and pictures with specific activities (e.g., car keys-going someplace). LS-FS1 PO4					
8. Respond to one-step directions (e.g., get your coat). LS-FS 2 PO1					
9. Talk about personal experiences (e.g., what happens at school). LS-FS3 PO1					
10. Receptively understand ten words, pictures, or objects. LS-FS4 PO2					
11. Use ten words, pictures, or objects. LS-FS4 PO3  12. Communicate using two to five words together. LS-FS4 PO4					
13. Indicate needs, wants, pleasure, and displeasure through behaviors (e.g., cries, laughs, vocalizes, moves, touches, and gazes).  LS-FS5 PO1					
14. Initiate communication to do at least one of the following: gain attention; protest; make choices; indicate wants; start, continue, restart, or end activity. LS-FS5 PO2	_				

Student: D.O.B.: SAIS Number: School:
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STANDARD: LISTENING AND SPEAKING	Comments	Emergent	Supported	Functional	Independent
DOES YOUR CHILD		Beginning to use skill with extensive support Score	Occasionally performs skill with cues Score 6	Frequently performs skill accurately Score 10	Consistently performs skill accurately Score
<b>15. Indicate "yes" and "no"</b> (e.g., yes/no card, sign, shaking one's head yes/no). <b>LS-FS5 PO4</b>					
16. Communicate physical and emotional needs in response to questions (e.g., "What's the matter?" "What do you want to do?" "What do you want to eat?"). LS-FS5 PO5					
17. Ask for assistance (e.g., request verbally, lead, sign, activate switch). LS-FS5 PO6					
18. Relate name, address, and phone number when asked (e.g., verbally, through sign language, or by showing an identification card).  LS-FS5 PO10					
19. Demonstrate beginning problem-solving skills (e.g., recognize problem and seek assistance). LS-FS5 PO11					
20. Attend to stories, television, videos, or games for five to ten minutes. LS-FS6 PO1					

Student:	D.O.B.:	SAIS Number:	School:

STANDARD: MATHEMATICS	Comments	Emergent	Supported	Functional	Independent
DOES YOUR CHILD		Beginning to use skill with extensive support Score	Occasionally performs skill with cues Score 6	Frequently performs skill accurately Score	Consistently performs skill accurately Score
21. Communicate his/her age (e.g., show the number					
of fingers to represent age, state age, show					
identification card). 1M-FS1 PO3					
22. Use temperature measurement to make					
<b>decisions</b> (e.g., wear a coat when it is cold, adjust					
bath water, determine presence of a fever, select					
appropriate clothing, select appropriate stove					
and/or oven temperature, set thermostat for comfort					
and economy). 5M-FS1 PO4					
23. Tell time to the hour/half hour using analog or					
digital clocks. 5M-FS1 PO5					
<b>24.</b> Use time measurements to make decisions (e.g.,					
recognize when it is time to go to bed, set					
alarm clock, set timer for cooking, use clock to					
follow a work schedule or determine if early or late					
for an appointment, estimate quantity of time					
needed to complete an activity such as getting					
ready for work). 5M-FS1 PO6					